

## AMENDMENTS TO THE CLAIMS

1-12. (Canceled)

13. (Currently amended) ~~The data sharing system of Claim 6,~~ A system for sharing data between software programs comprising:

(a) a control unit having a processor and a memory coupled to the processor;  
and

(b) a first data storage medium coupleable to the processor, the first data storage medium storing a first program implementable by the processor for:

(i) identifying information pertaining to the first program for sharing with a second program; and

(ii) requesting storage of the information pertaining to the first program in the memory for retrieval by the second program; and

(c) a second data storage medium coupleable to the control unit, the second data storage medium storing the second program implementable by the processor for:

(i) retrieving the information pertaining to the first program from the memory; and

(ii) utilizing the information pertaining to the first program with the second program,

wherein the first data storage medium is a first game cartridge storing a first video game program, and the second data storage medium is a second game cartridge storing a second video game program.

14. (Original) The data sharing system of Claim 13, wherein the information pertaining to the first video game program is a first event having a status created by the implementation of the first video game program, the status of the first event affecting the implementation of the second video game program by:

(i) altering the performance of the second video game program;  
(ii) producing a second event having a status; and  
(iii) storing the second event in the memory for retrieval by the first video game program.

15. (Original) The data sharing system of Claim 13, wherein the information pertaining to the first video game program is a first event having a status created by the

implementation of the first video game program, the status of the first event affecting the implementation of the second video game program by:

- (i) altering the performance of the second video game program;
- (ii) producing a second event having a status; and
- (iii) storing the second event in the memory for retrieval by a third video game program.

16. (Original) The data sharing system of Claim 14, wherein the first video game program implemented by the processor:

- (i) retrieves the status of the second event from the memory; and
- (ii) utilizes the status of the second event to alter the performance of the first video game program.

17. (Original) The data sharing system of Claim 16, wherein the memory coupled to the processor is a random access memory and wherein the first and second game cartridges are connected to and removed from the processor while the processor is powered on.

18. (Original) The data sharing system of Claim 16, wherein the memory is a non-volatile random access memory.

19-23. (Canceled)

24. (Currently amended) ~~The method of Claim 20,~~ A method for sharing information between three software programs implementable by a processor, the method comprising:

connecting a first data storage medium having a first program stored therein to said processor;

transferring data pertaining to a first program to a memory coupled to the processor;

connecting a second data storage medium having a second program stored therein to the processor;

retrieving the data pertaining to the first program from the memory coupled to the processor and then using said data in connection with the second program;

transferring data pertaining to the second program to the memory coupled to the processor;

connecting a third data storage medium to the processor, the third data storage medium having a third program stored therein; and

retrieving the data pertaining to the second program from the memory coupled to the processor and then utilizing said data in connection with the third program,

wherein the memory coupled to the processor is a random access memory, and

wherein the first and second data storage media are connected to and removed from the processor while the processor is powered on.

25. (Canceled)

26. (Currently amended) ~~The method of Claim 20,~~ A method for sharing information between three software programs implementable by a processor, the method comprising:

connecting a first data storage medium having a first program stored therein to said processor;

transferring data pertaining to a first program to a memory coupled to the processor;

connecting a second data storage medium having a second program stored therein to the processor;

retrieving the data pertaining to the first program from the memory coupled to the processor and then using said data in connection with the second program;

transferring data pertaining to the second program to the memory coupled to the processor;

connecting a third data storage medium to the processor, the third data storage medium having a third program stored therein; and

retrieving the data pertaining to the second program from the memory coupled to the processor and then utilizing said data in connection with the third program,

wherein the at least two data storage media are selected from the group consisting of data cartridges, digital video discs, compact discs, and solid state storage devices.

27. (Currently amended) ~~The method of Claim 20,~~ A method for sharing information between three software programs implementable by a processor, the method comprising:

connecting a first data storage medium having a first program stored therein to said processor;

transferring data pertaining to a first program to a memory coupled to the processor;

connecting a second data storage medium having a second program stored therein to the processor;

retrieving the data pertaining to the first program from the memory coupled to the processor and then using said data in connection with the second program;

transferring data pertaining to the second program to the memory coupled to the processor;

connecting a third data storage medium to the processor, the third data storage medium having a third program stored therein; and

retrieving the data pertaining to the second program from the memory coupled to the processor and then utilizing said data in connection with the third program,

wherein the first data storage medium is a first game cartridge storing a first video game program, and

wherein the second data storage medium is a second game cartridge storing a second video game program.

28-36. (Canceled)